

SYSTEM AND METHOD TO SUPPORT GAMING
IN AN ELECTRONIC NETWORK

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ABSTRACT OF THE DISCLOSURE

A system and method to support electronic gaming in an electronic network includes an event server that provides restricted access to various types of game services. One or more system users may utilize corresponding
10 wireless portable user devices for connecting to the event server to thereby gain access to the foregoing game services as game participants. The system users may thereby utilize the user devices to access the event server for accessing appropriate gaming services and related information. In addition, a source system user may utilize a source user device to perform a transfer
15 procedure for transferring ownership rights of an electronic certificate related to the electronic gaming to a target system user through a target user device. The foregoing transfer procedure may be conducted through the event server, or may occur directly from the source user device to the target user device.